What I mainly done in the last week should be divided into three parts.

The first and the most interesting one is a implementation of a terrain rendering program. In my idea, I always want to Implement a complete system which is small but contains all aspects refers to a real rendering system. This time, I used all the knowledge I have learned in America to create the program. Now, it can create a terrain mesh , load nearly all kinds of images as a heightmap, texturing, do arcball matrix transformation and camera control correctly . I will keep adding some new features into it to make it a more powerful GPU-based real time rendering system, such as morphing, level of detail, mipmap texture mapping. I would like to show the demo after some weeks later if everything will go well. The target of doing this is to check and consolidate the knowledge that I have received here. Additionally, I want to develop a more careful and patient work and study style.

The second part is book reading. Now, I am reading 4 books. They are four different directions of application of computer graphics, such as opengl es, webgl, pattern design. When I meet an interesting and new feature, I will try to implement and add it to the system mentioned above.

Lastly, I viewed some paper. They are mainly wrote by Hongfeng Yu. Because I found that if my field is focused on multidimensional and large scale data visualization , I should pay more attention to his work.